



NTSC U/C

PlayStation®

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01073



Rhapsody™

A Musical Adventure

ATLUS®



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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The Adventure Begins

A long time ago, in a little village called Orange nestled in Marl's Kingdom...

There lived a girl with her grandfather...

Her name was Cornet and this is her story...

Cornet had a mysterious friend...

A puppet with the heart and soul of a person...

Her name was Kururu...

People in Orange thought Cornet a little odd because she went everywhere with Kururu...

But everybody in Orange loved the bright smiles that Cornet and Kururu always carried with them...

Everyday, Cornet would take a walk in the woods with Kururu...

But little does Cornet know that today will be different...

This is where our story begins...

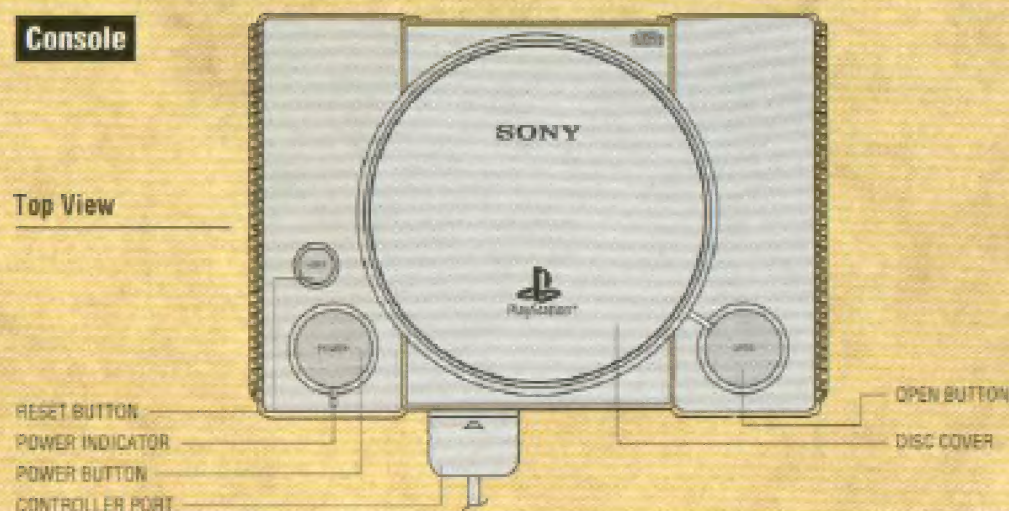
— Extracted from the original novel "Puppet Princess".



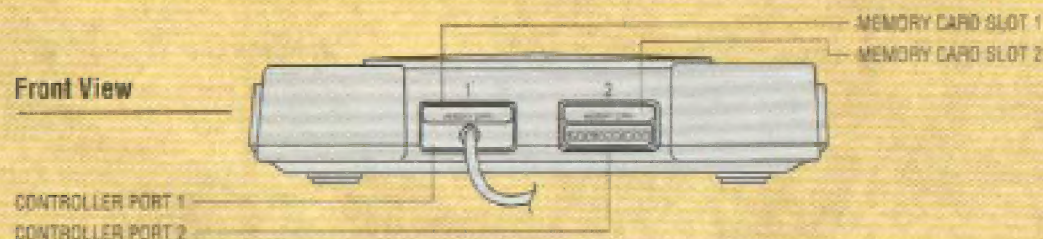
Console

Console

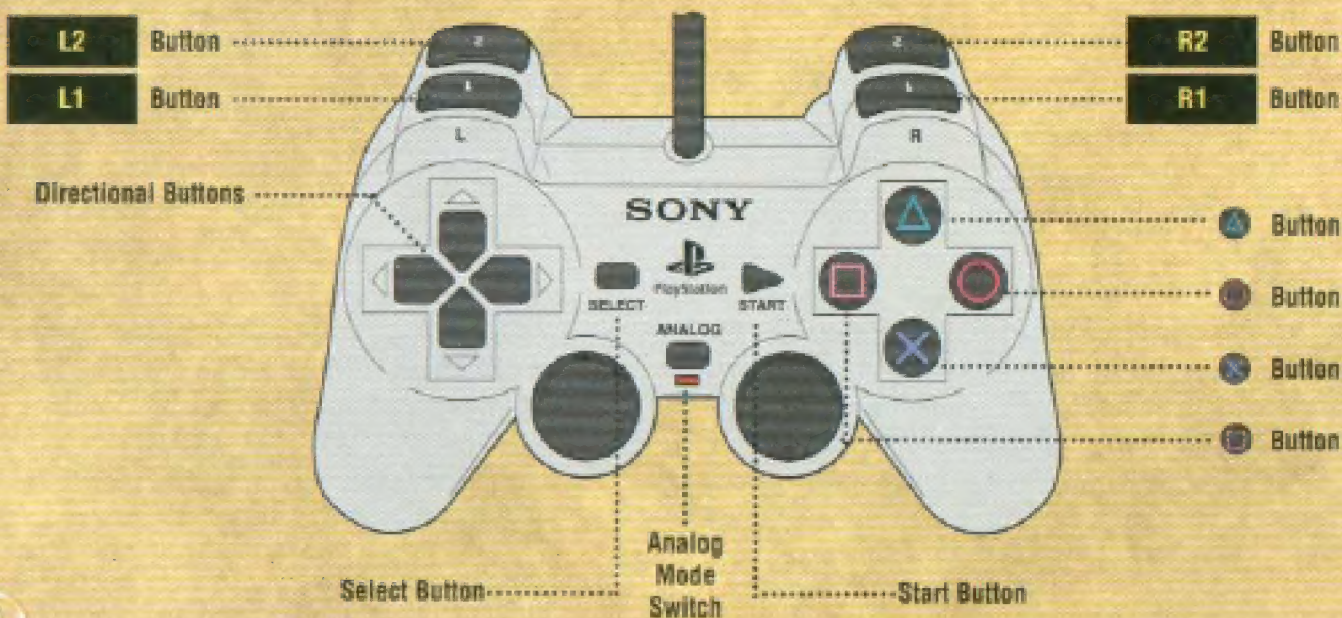
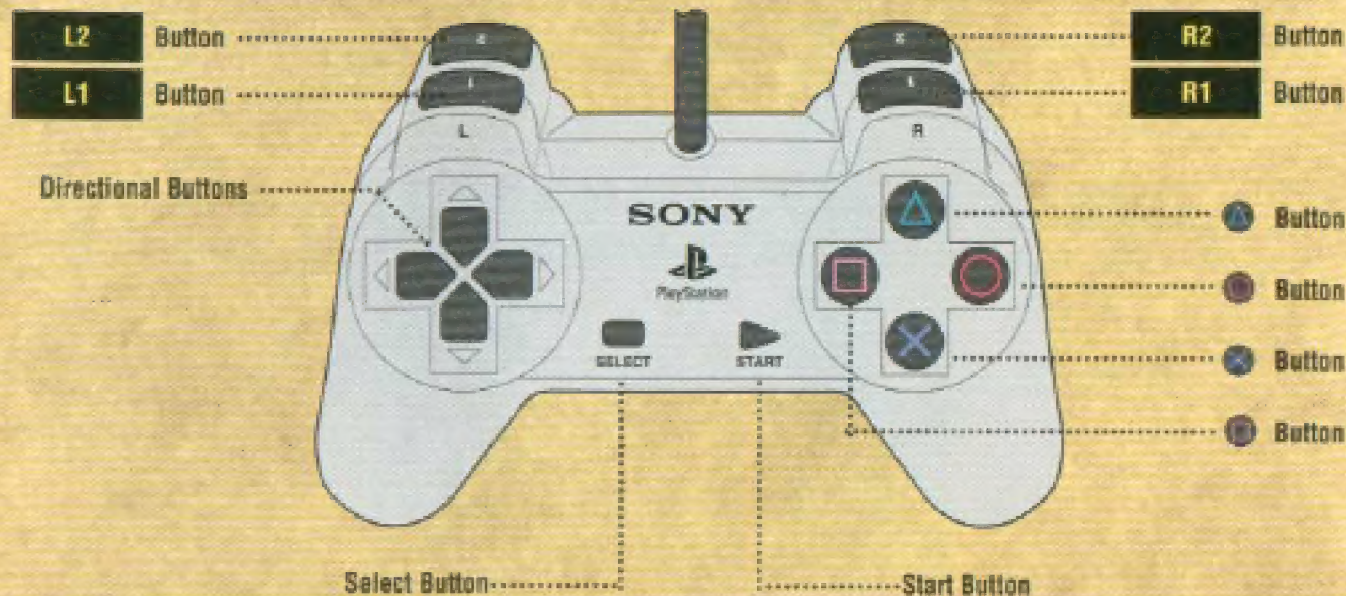
Top View







Front View



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RHAPSODY disc and close the disc cover. Insert the game controllers and turn on the PlayStation game console. After a certain time you will see the Opening Demo followed by a Title Screen. If you have already inserted a Memory Card with game data, it will automatically load the data. In this game, you can record the stages you've cleared and keep battle records on a Memory Card. You will need 1 block per record.



How to use the Controller

- | | |
|---|--|
| 1) Directional Buttons | Moves the characters and the cursor. |
| 2)  Button | Cancels the selection. You can make the main character run by pressing this button along with directional button on the Field Map. |
| 3)  Button | Displays the Field Map Commands. |
| 4)  Button | Confirms the selection and executes page break. |
| 5)  Button | Displays grid during the battle. |
| 6) Start Button | Pauses the game. |
| 7) Select Button | Not used. |
| 8) L1/L2 Button | Accelerates cursor movement during battles and on the World Map. |
| 9) R1/R2 Button | Accelerates cursor movement during battles and on the World Map. |
| 10) Left Stick | Moves the characters during Analog Mode. |
| 11) Right Stick | Moves the characters during Analog mode. |
| 12) Analog Mode Switch | Switches between Normal and Analog Modes. |

* Hold down select, L1, R1, then press the Start button to reset the game.

How To Start The Game

There is a MENU to select the game mode on the Title Screen as shown to the right.

If you want to play the game from the beginning, select [**New Game**].
If you want to continue your game from a previously saved game, select [**Load Game**].

Gallery — This feature will allow you to access songs and illustrations from the game. As you play the game and complete various levels, more songs and illustrations will be added to the gallery until it becomes full. This feature only functions when you load your saved game data.

When you select [**New Game**], an option screen will be displayed.

Difficulty — Select the difficulty level (Easy, Normal, Hard).

Musical — Select between English or Japanese songs.

BGM — Adjust the volume of the background music.

Sound Effect — Adjust the volume of the sound effects.

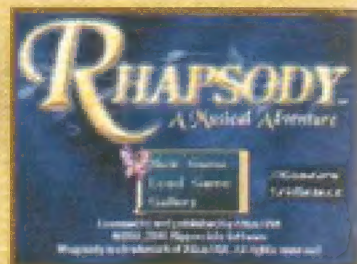
After you have selected your settings press the  button to start the game.

Save & Load Game

When you select [**Load Game**], a list of previously saved data will be displayed. Select the data you wish to load.

To save the data of your current game, select [**Save**] on the Field Map Commands. Insert a Memory Card in Card Slot 1 and select the block where you wish to save the game data to, and press the X button.
You can save up to 5 files.

*You need a Memory Card to be able to save your game data. It takes 1 block of memory to save a file from this game. Pressing the Power button, Reset button and/or removing the Memory Card from the slot while saving or loading the game may cause your saved data to be erased.



World Map

The map below shows Marl's Kingdom, the world of your adventure.
This is the map you will use to move around to different places.



Move the cursor to the place where you want to go to, and press the X button.
You will then enter that area. You can use the Field Map Commands on the World Map as well.
(See p8)

Field Map

There are areas such as towns, villages, caves, towers and ruins on the Field Map. Conversation between characters, events, and battles can take place in these areas.

[Towns/Villages]

You can get useful information for your adventure by talking to certain people. You can also buy items in the shops.



[Caves/Ruins]

You will often encounter the enemy here. Also, some events will take place here.



[Goddess Statue]

You can recover your HP and MP by talking to the Goddess Statues you can find in towns and caves.



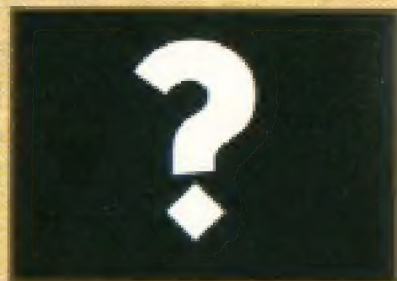
[Monster Man]

This old man will look after the puppets and monsters that have become friends with you.



[Monster Collector]

A Monster collector's dream is to collect all the monsters in Marl's Kingdom.



Field Map Commands

The Field Map Commands can be displayed by pressing the Circle Button on the Field Map.

[Item]

You can use an item you're carrying by selecting it.



[Magic/Special]

You can select a character that can use magic among your party, and use the magic of that character. Some magic is not usable on the Field Map, such as "Saint" and other offensive magic. Also, you can display the Special Moves of any of the puppets and monsters in your party with this command.



[Equip]

You can equip and remove accessories by selecting this command.



[Status]

You can check the status of your party members with this command. (See p9)



[Organize]

You can organize the members of your party with this command.



[Save]

You can save your game with this command.

[Option]

Difficulty - This can not be changed after you have started the game.

Musical - Switch between the English and Japanese songs

BGM - Adjust the volume of the background music.

Sound Effect - Adjust the volume of the sound effects.

Vibration - Turns off/on the vibration mode.

Status Window

When you want to check the status of your characters, go to the Status Window.

You can get a brief status by placing the cursor on the character. A detailed status can be seen by selecting "STATUS" on the Field map.



- 1) NameCharacter's name
- 2) AccessoriesList of accessories that are currently equipped
- 3) RangeCharacteristics of Attack Range for that character
There are [Close-range], [Mid-range] and [Long-range].
- 4) ElementCharacter's Elemental attributes
- 5) LevelCharacter's current level
- 6) HP & Max HPCharacter's current HP (Health Points) and maximum HP
- 7) MP & Max MPCharacter's current MP (Magic Points) and Maximum MP
- 8) OffenseThe level of damage that can be inflicted to an enemy.
- 9) DefenseThe level of resistance to damage inflicted by an enemy
- 10) AgilityThis affects the chance of evading an enemy's attack, as well as
the hit rate of your attack. This parameter also affects the
order of character's turns
- 11) IntelligenceThis affects the strength of spells and resistance to enemy spells.
- 12) MovementNumber of steps the character can take while using the MOVE command
- 13) Skill Lv.This parameter affects a character's level of battle experience.
- 14) Skill Exp.Number of enemies the character has defeated
- 15) Exp.Character's current Experience Points
- 16) NEXT Exp.Experience Points needed to reach the next level

Battle Map

1) HP Character's Health Points

- When Comet's HP reaches "0", the game is over.
- When a puppet's HP reaches "0", it will no longer be able to fight. You can take it to your Grandpa Mustaki and have him fix it.
- If a monster that has joined your party loses all its HP, it dies and cannot be resurrected.

2) MP Character's Magic Points

This parameter only affects characters that can use magic and/or have special abilities.

3) Battle Command

This is displayed at your party member's turn.

4) Appreciation Gauge

This gauge is an indicator of the puppets' appreciation to Comet. When this gauge is filled to a certain point, you will get to use the "Reward" command (See p15)



Range Squares

These squares are displayed when you use MOVE, ATTACK, MAGIC and SPECIAL ABILITY. This is the effective range for each action.

Battle Map Commands

You can give orders to your characters during battle, by using the Battle Map Commands. (Commands are different for each character.)

The screenshot to the right is an example of Battle Map Commands.

MOVE

- (1) Move To move the character.

ACTION

- (2) Attack To attack an enemy.
- (3) Magic To use magic.
- (4) Special To use a special ability.
- (5) Item To use items in your inventory.
- (6) Horn This Command is for Cornet only. You can have Cornet play her horn to power-up the puppets around her.
- (7) Reward This Command is for Cornet only. When Cornet plays her horn, the puppets around her will give her "Appreciation" as a reward. When the Appreciation Gauge is filled to a certain point, you will get to use "Reward".
- (8) Escape This Command is for Cornet only. You may be able to run from the enemy and avoid the battle. There are times when the game won't allow you to run away.

END

- (9) End To end the action for a character. When you select this command and do not give an Action command, you can defend yourself from an enemy's attack.



How to Manipulate the Characters

You can control your characters by giving them orders with the "Battle Map Commands" during battle. There are two types of commands:

MOVE and **ACTION** (See p.11)

In a turn, you can make one **MOVE** and one **ACTION**. It's up to you to decide which order to give first. Once each of these orders are given, the character's turn is over.

Moving the Characters

When you select **MOVE**, the movable range will be displayed by highlighted squares. Select a square where you wish to move the character to by using the cursor, and press the



Button. If you want to cancel this action, press the



button.



Abnormal Status

Status	Symptom	Curing Method
(1) Poisoned	When a character is attacked with poison, he/she loses HP gradually. This puts a character to sleep during the battle.	Cure Poison(Magic) Antidote Chips(Item) Antidote Ball (Item)
(2) Sleep	When a character is sleeping, the attack hit rate is 100%. However, he/she will be awakened by an attack.	Wake Candy(Item) Wake Ball (Item)
(3) Paralyzed	Once paralyzed, a character cannot MOVE, nor execute an ACTION. This condition can be restored using an item, or is restored naturally after a period of time.	Para Gum(Item) Para Ball (Item)
(4) Confused	When a character is confused, you cannot control them and he/she attacks anyone regardless if he/she is an enemy or an ally. He/She regains their sanity after receiving several attacks.	Real (magic) Sanity Gummy (Item)
(5) Petrified	Once petrified, a character cannot move or fight in the battle. If all the characters in your party are petrified, the game is over.	Strawberry Kiss (Item)
(6) Turtle	A character turns into a turtle and lowers their movement to 1. Their attack power and agility are reduced by half, but their defense power will be doubled.	Rabbit Pie (Item)
(7) Philanthropy	A character becomes a philanthropist and recovers the HP of the enemy that is trying to attack him/her. After receiving some attacks from the enemy, a character goes back to his/her original status.	Reality (Item)

Playing Your Horn & The Reward

Why do you play the horn?

The main character of this game, Cornet, is an ordinary girl and she is certainly not a warrior.

However, she has a mysterious ability to talk to puppets, and become their friend.

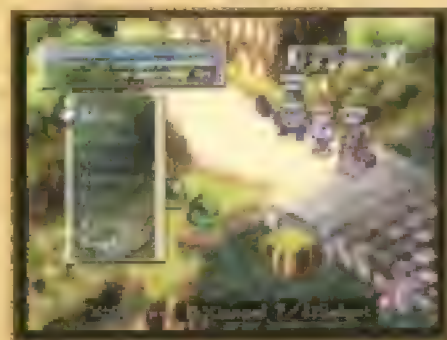
During her journey, the puppets that she befriends will fight for Cornet.

Cornet plays her horn in order to cheer the puppets, and as a result, gives extra power to the puppets.

The puppets love it when Cornet plays her horn!

Playing the horn is like cheering music for the puppets. When Cornet plays her music, the puppets will power-up, and their offensive power will be raised.

*The power-up effect on the puppets will expire when Cornet's following turn arrives. If you wish to maintain the effect, continue playing Cornet's horn.



Appreciation & Reward

When Comet plays her horn, each puppet within the effective range will give her 1 point of **APPRECIATION**. To maximize the points you earn from playing one tune in a turn, you should have as many puppets as possible within the effective range. There is a gauge that indicates how many **APPRECIATION** points you have earned so far, and this is called the **APPRECIATION GAUGE**. Comet can only receive **APPRECIATION** points from puppets in your party only, and you will not receive points from human characters, nor monsters.



REWARD

When you have earned enough **APPRECIATION** points to fill up your **Appreciation Gauge**, you will be able to use a **REWARD**. A **REWARD** allows you to attack an entire group of enemies at once, or heal all the members of your party.



Character Level Up & Skill Level Up

CHARACTER LEVEL UP

As a character earns more Experience Points by battling enemies, his/her level goes up. The following are the effects of leveling-up.

Increase in parameter. (Agility, Offense, etc.) Learn more magic and special skills. (This only applies to characters that have the potential to use them.)

Comet's HORN ability during battle becomes more effective.
(Comet only)



SKILL LEVEL UP

When a character in your party defeats an enemy character, his/her Skill Level goes up by 1 point. When his/her Skill Level points reaches a certain point, then his/her Skill Level goes up, and this will lead to a higher critical hit rate.

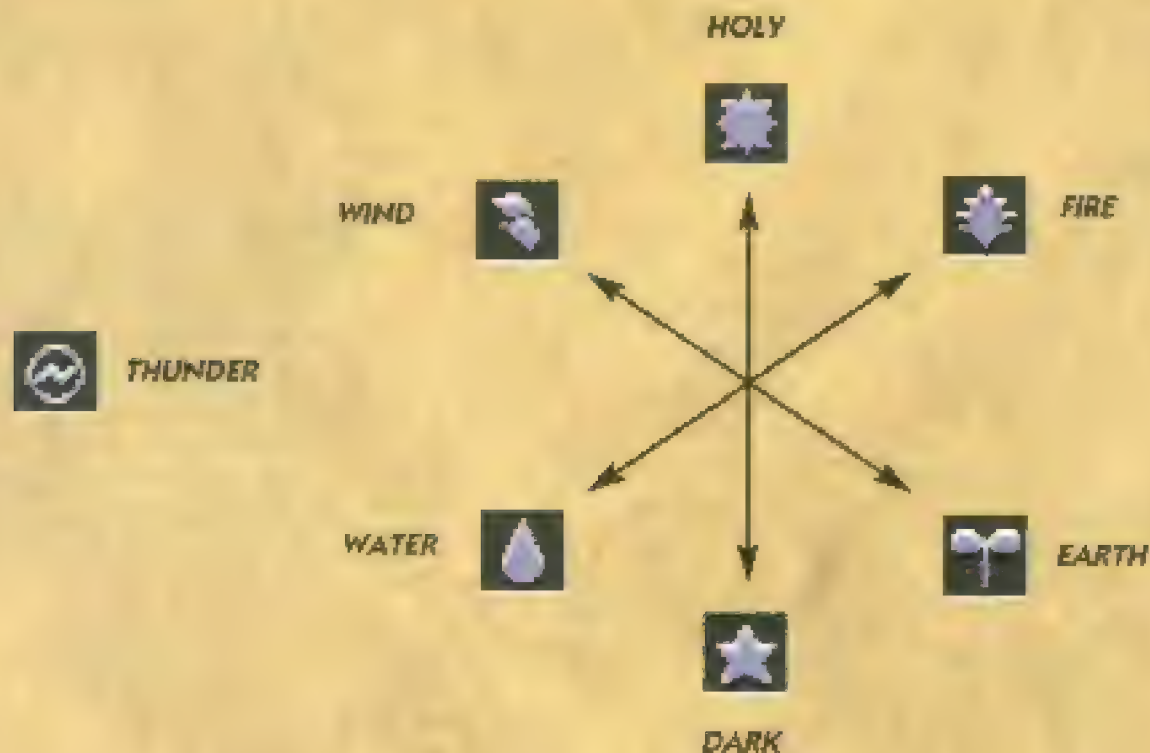


Elements

There are 7 Elements in Mar's Kingdom:

[DARK] and [HOLY], [FIRE] and [WATER], [WIND] and [EARTH] are opposing forces to one another. When you attack an enemy of an opposing force with magic, you can do greater damage. At the same time, if an enemy with an opposing force attacks any of your characters, he/she will receive greater damage as well.

When you encounter an enemy with magic ability, you should check their element in order to battle efficiently.



Magic List

The effect of magic increases as your character gains levels and intelligence level goes up

Attack Magic

Name of Magic	MP used	Element	Target	Effect
Meteorite	4	Dark	1 enemy	Attack with the power of Dark.
Water	3	Water	1 enemy	Attack with the power of Water.
Wind	4	Wind	1 enemy	Attack with the power of Wind.
Lightning	5	Thunder	1 enemy	Attack with the power of Thunder.
Geo	3	Earth	1 enemy	Attack with the power of Earth.
Saint	5	Holy	1 enemy	Attack with Holy power.

Recovering Magic

Name of Magic	MP used	Element	Target	Effect
Fire Heal	8	Fire	1 ally	Recovers with the power of Fire.
Water Heal	6	Water	1 ally	Recovers with the power of Water.
Wind Heal	7	Wind	1 ally	Recovers with the power of Wind.
Flower Heal	5	Earth	1 ally	Recovers with the power of Earth.
Heal	3	Holy	1 ally	Recovers with Holy Power.
Wake	15	Holy	1 ally	Wakes up with Holy Power
Cure Poison	15	Holy	1 ally	Cures with Holy Power.
Real	15	Holy	1 ally	Cures panic with Holy Power.

Supporting Magic

Name of Magic	MP used	Element	Target	Effect
Sleep	5	Dark	1	Makes an enemy fall asleep.
Poison	7	Dark	1	Poisons an enemy.
Charm	8	Dark	1	Makes an enemy panic.
Brave Heat	12	Fire	1	Increases attack power of a friend.
Fire Shield	12	Fire	1	Increases defense power of a friend.
Cool Down	10	Water	1	Decreases attack power of an enemy.
Shield Break	10	Water	1	Decreases defense power of an enemy.
Wind Speed	10	Wind	1	Increases agility of a friend.
Trick Wind	10	Wind	1	Decreases agility of an enemy.
Miracle Wall	30	Thunder	1	Creates a barrier against all the magic.
Geo Wise	10	Earth	1	Temporarily increases intelligence of a friend.
Fool	10	Earth	1	Temporarily decreases intelligence of an enemy.

* There are many more magic spells that you'll discover during your journey.

Item & Accessory List

Item

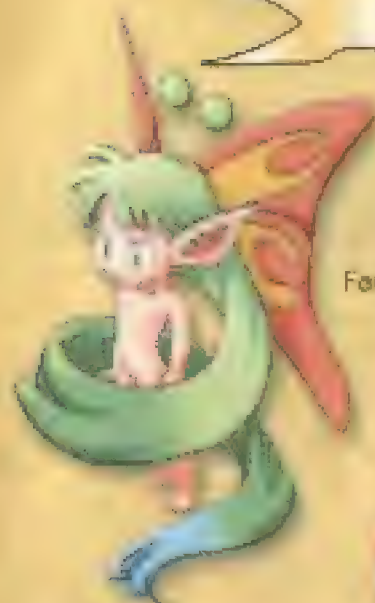
Item Name	Effect
Healing Candy	Recovers HP.
Wake Candy	Wakes up a character from sleep.
Antidote Chips	Cures poisoned condition of a character.
Para Gum	Cures paralyzed condition of a character.
Sanity Gummi	Cures confused condition of a character.
Strawberry Kiss	Cures petrified condition of a character.
Rabbit Pie	Restores a character that had turned into a turtle to its original state.
Reality	Restores a character in a philanthropist state to normal.
Heal Cocoa	Recovers MP.
Warp Item	This will warp you to the World Map
Illustration	You can view pretty illustrations.

Accessory

Name of Accessory	Effect
Cat's Paw	Increases Offense.
Fighter's Charm	Increases Defense.
Thinking Cap	Increases Intelligence.
Speed Shoes	Increases Agility.

* There are more items than the ones listed above

Monster Introduction



Faerie



Mermaid



Werewolf



Bone Boy



Griffin



Nine-tail



MiniFire



Dinosaur

GETTING A MONSTER TO JOIN YOUR PARTY

Some monsters may join your party after being defeated and if it is Cornet who finishes them off.



MONSTERS' SPECIAL MOVES

The following is a partial list of the Monsters' Special Moves. Select "Special" from the battle commands to execute them. Some HP and/or MP will be consumed in order to use a Special Move.

Name of Special Move	Effect
Love Spore	Turns multiple enemies into Philanthropists.
Inotium Bomb	Causes damage with a Tail Bomb.
Explosion	Causes powerful damage to surrounding enemies.
Bubble Breath	Causes damage to all enemies with the power of Water.
Sting	Poisons an enemy.
Star Press	Confuses an enemy.
Dark Howl	Kills all of the enemies in a battle.
Lovely Kiss	Recovers HP of multiple characters in your party.

Character Introductions

Name: Cornet Espoire

Sex: Female

Age: 16 years old

Height: 5'

Weight: 100 lbs.

Occupation: Puppeteer

Personality: An outgoing and overly cheerful girl who is well liked by the people in her town. She can get very emotional sometimes. Just like other girls of her age, she longs for passionate love. Kururu sometimes gets angry with her since she always has her head in the clouds.

Hobby: Singing, playing the horn and cooking

Favorite Food: Fruits

Dislikes: Toads

Name: Kururu

Sex: ?

Age: ?

Height: 1 Ft

Weight: ?

Occupation: Puppet (Watching over Cornet..?)

Personality: A little fairy puppet that is very curious about everything. Wherever there's trouble, Kururu's usually not far behind. She's Cornet's best friend, and can understand Cornet better than anybody else.

Hobby: Mocking Cornet

Favorite Food: Cherries

Dislikes: Anything sour





Name: Ferdinand Marl E.

Sex: male

Age: 17 years old

Height: 5'6"

Weight: 135 lbs.

Occupation: Prince of Marl's Kingdom

The letter "E" in his name represents that he is the genuine heir to the 20th throne of the King of Marl's Kingdom.

Personality: Adventurous, intelligent, elegant, kind, and good-looking too! He often sneaks out into the woods to go hunting, or visits the town to socialize with the locals. He lost his father 2 years ago in a horrible fishing accident, and his mother, Siegrind, rules the kingdom right now. Once he turns 18 and gets married, he will become the next King.

Hobby: Hunting and practicing his swordsmanship

Favorite Food: Fresh water fish dishes and fruits

Dislikes: Formality, Rules and manners

Name: Etoile Rosenqueen

Sex: Female

Age: 16 years old

Height: 5'2"

Weight: 90 lbs.

Occupation: The daughter of the richest family in town.

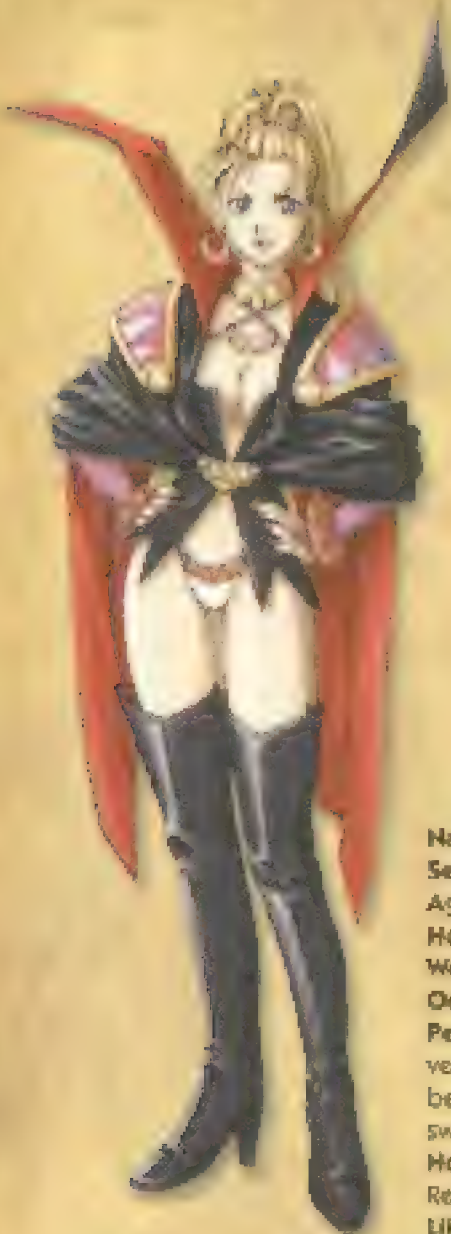
Personality: Arrogant and snobbish. She has been a rival of Comet since they were children. She makes it a point to make sarcastic remarks to Comet when she has a chance.

Hobby : Dressing up, boasting, and being the center of attention.

Likes: Victory, money

Dislikes: Losing, Poverty





Name: Marjoly

Sex: Female

Age: 20 years old or so she says...

Height: 5'6"

Weight: 110 lbs.

Occupation: Witch

Personality: The most beautiful witch in the world. (Self proclaimed)

A very sexy witch with powerful magic. Due to her clumsiness, she isn't your typical psychotic megalomaniac bent on ruling the world

Hobby: Looking in the mirror, and taking care of her skin. Laughing loud.

Likes: Pretty Boys

Dislikes: Ugly men

Name: Crowdia

Sex: Female

Age: ?

Height: 5'7"

Weight: 110 lbs.

Occupation: Marjoly's follower

Personality: Crowdia has a pretty face but she is very narcissistic. She can fly around using her beautiful black wings. She is an excellent swordsman...err I mean swordswoman.

Hobby: Reading. Taking care of birds and plants. Reading poems.

Likes: Anything that's beautiful, Caesar Salad and Marjoly

Dislikes: Anything greasy





Name: Gao

Sex: Female

Age: 7

Height: 5'8"

Weight: 175.5 lbs.

Occupation: Marjoly's follower

Personality: A passionate fighter who's built like a man. Her personality is like that of a man, as well. For all intents and purposes, she might as well be a man. She's always optimistic about everything, and doesn't let trivial things bother her. She possesses the strength to defeat a dragon with her bare hands.

Hobby: Martial Arts, Eating, Sleeping and Playing

Likes: Meat, drinking, Marjoly

Dislikes: Thinking, dealing with trivial things, and vegetables

Name: Miyao

Sex: Female

Age: 7

Height: 4'5"

Weight: 76.5 lbs

Occupation: Marjoly's follower

Personality: Selfish and easy-going. She appears to be a small child with a personality to match. She can use powerful magic to summon a dragon.

Hobby: Keeping a pet dragon

Likes: Fish, sweets, Marjoly

Dislikes: Green peppers, onions and carrots



The First Adventure

Below is the first stage of Cornet's adventure, "Wonder Woods"



Someday

Sung by: Comet & Kururu

I know that you're out there and I'm waiting for you

Comet is my name and I'm a puppeteer too

With my puppet friends there's nothing that we can't do

They are there to help me make my dreams come true

And once you get to know them they just might help you too

And all the puppets in the world will help me find my way to you

I know that you're out there and I'm waiting for you

There she goes again she's so in love as if lightning struck her from above

"But it did!"

I love you my prince You are my true love

Comet, won't you stop your silly dreaming please

"That's not true. Can't you see?" I'm just trying to make my dream come true

"Dressed like that?"

I've done everything a girl's supposed to

I take a bubble bath, even wash behind my ears Oh!

All the bubbles tickle my nose but they get me squeaky clean

And when I'm done I'm looking beautiful

Comet, you are a silly girl

You must look further than just mere appearances to see

"Comet, are you following this?"

"What's important is"

What's inside of you

"What's inside of me?"

Don't you understand what I am saying to you?

Look inside yourself and you will find out what is true

You must be courageous and be true to your heart

It will make you happy when you know just where to start

I see it's what's inside of me

"Yes, what's inside of you!"

Someday I'll find my love

He'll be the one for me

I will be waiting patiently until he comes

"I told you don't wait! You take the initiative!"

Now I remember, thank for myself

"Yeah, that's it!"

I know I'll find him and he will be the man of my dreams

We'll share our lives as one until the end of time

Someday our hearts will beat as one

Let's Go On

Sung by: Cornet *© 1997 by J. S. Galt*

I remember this song, I've known it for so long

And it feels so good to hear

Sounds a little sad but sweet just the same

Lovely melody

Whenever I hear this song, I really don't know why

It makes me shed a little tear

But I'm sure my tears will soon disappear

Because I know you're here

Whenever I am feeling sad

And everything around looks bad

All I have to do is think of you

I know my dreams are waiting to come true

Let's go on with hope in our hearts Love will surely show us how

Let's go on, our hearts filled with dreams

Let's go on and find them now

Let's Go On.

Contest

Sung by: Comet

I remember this song I've known it for so long
And it feels so good to hear
Sounds a little sad but sweet just the same
Lovely melody
Whenever I hear this song,
I really don't know why
It makes me shed a little tear
But I'm sure my tears will soon disappear
Because I know you're here
Whenever I am feeling sad
And everything around looks bad
All I have to do is think of you
I know my dreams are waiting to come true
Let's go on with hope in our hearts Love will
surely show us how
Let's go on, our hearts filled with dreams
Let's go on and find them now

Sung by: Etoile

You're such a lucky girl.
That's what they always say
Rich and beautiful and bright
They don't get to see what's hidden deep inside
(So), I feel all alone
They keep telling me,
My life is so grand
What will make them understand
No one knows how truly lonely I am
Why won't they understand
I may act as if I'm strong
But all I want is to belong
Love and understanding from Mom and Dad
Is all I need to keep from being sad
If only I could just let go
Help me let my feelings show

Our World

Sung by: Comet & Prince Ferdinand

(Comet)

I can no longer hold it back
My heart is filled with love The feeling of love for you

(Prince)

I can feel your precious heart
Holding your hand in mine, I feel the special love,
we have

(Comet)

Is it just a fantasy?

(Prince)

It's not a fantasy

(Comet)

Are we dancing in a dream?

(Prince)

It's not a dream

(Comet)

I never ever want to wake up from the sweet
sweet dream
It's our world Our love is everywhere

(Prince)

To the sky, our hearts will soar above

(Comet)

Our hearts will soar above
It's our world Our love is everywhere

(Prince)

Our love is everywhere

(Together)

We can fly, together on the wings of love
It's a wonderful feeling being in love with you

(Comet)

Please never go

(Prince)

I'll always stay

(together)

I never want to stop dancing with you
This is our world, and I never ever want
to let you go

Amphibian Paradise

Deep inside this jungle green
Mysterious kingdom that's never been seen
Land of the frogs, a most sacred place
Amphibian paradise, wide open space
So please come to our kingdom
The sacred land of the amphibian



Evil Queen

Sung by: Marjoly, Myao, Gao, Crowdia

I am mightier than the god
The devil is my slave
More beautiful than the goddess
I put her face to shame
Oh look at me, what do you see?
There's no one greater than me
I'm the queen. The best you've seen, so worship me

Your highness Marjoly. We worship you
as number one

OH YES! I am evil personated so
get down on your knees

And if you're ever graced by my beauty, you'll thank
your lucky stars Aren't I great, I'm amazing myself all
the time

There is one thing that I still have to get
I won't rest till he's mine Prince Ferdinando

Don't you know you're old enough to be his mother

HEY! YOU! SHUT! UP!
My heart is burning overheating with a raging fire

The prince I do admire, he fills me with desire
Dear Ferdinando, I am here to save you from this
curse Let his love quench my thirst
My precious, wait a little longer. I will end your strife
I'll bring you back to life, I'll be your wicked wife
Dear Ferdinando, I am here to save you from
this curse

Let your love quench my thirst
QUENCH YOUR THIRST!

If you dare to get in my way
WE'LL MAKE YOU PAY
You won't live another day

Queenly, just show your beauty
You're the baddest queen under the sun

Keep on shining, we'll keep on whining
She's our queen, she's the baddest to be seen

Marjoly, you're the evil beauty
We bow down to you eternally

♪ True Courage ♪

Sung by: Comet & Kururu

Why am I always feeling down?

Why am I always so afraid?

Why? Why have I given up hope?

What is it you're afraid of?

I know. It's okay. You can say I'm afraid too in the same way

I give up hope. I just can't cope

Can't give my all much longer

You're not alone. So just hang on

You must try to be stronger

You can overcome life's ups and downs

You can turn your life around

That's the meaning of true courage

So please remember

Don't you ever give up trying

Be courageous. Keep on striving

Fly to the stars

You can have hope for tomorrow

So let's hold hands with one another

We can both take one step further

Dreams can come true

Find the hope that's deep inside

Find your strength that keeps your dreams alive



Thank You

Sung by: Comet

Thank you, my love. I thank you from my heart
You filled my life with melody and song
You are the one,
I tell my story to
It's just begun. Our love will last forever
We'll share our lives as one
We have shared the laughter and tears
Through all of the years
We will say good-bye just for now till we meet again
Thank you, my love. Thank you over and over
It warms my heart just to say it again
Thank you, my dear. It's so hard just to say good-bye
But I will do it with a tear and a smile
Thank you, my love with all of my heart
You gave to me a reason to believe

< Repeat >

Lessons learned You have taught me through time
And they will stay inside my mind

Thank you, my love. Thank you over and over
It warms my heart just to say it again
Thank you, my dear. It's so hard just to say good-bye
But I will do it with a tear and a smile

Thank you, my love with all of my heart
You gave to me a reason to believe

You helped me find the courage to be me
You gave to me a reason to believe



Mountainmen's Song

Mountainmen, big and strong and full of fury

Mountain God, lead us on our holy journey

YO HO HO, We are soldiers of the mountain

Mountainmen, big and strong and always shouting

Amazing Pirates

We are the fearless pirates

We are the most amazing pirates

We hunt for the sunken treasure in the ocean

When we get sunburn we put on lotion

This is the life of the pirates

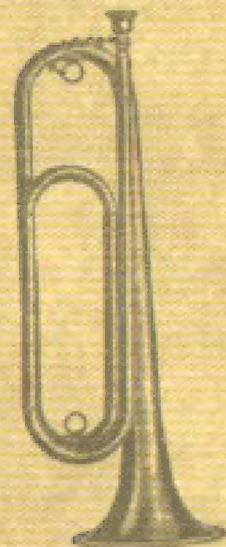
The stars will guide our way

We are the fearless pirates

We are the most amazing pirates

Song List

1. Someday
2. Let's Go On (Contest)
3. Let's Go On (Cherie)
4. Our World
5. Amphibian Paradise
6. Evil Queen
7. True Courage
8. Thank You
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11. Puppet Princess Theme
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14. Welcome To The Dungeon
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17. Mothergreen
18. Castle Evening
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21. Shooting Star
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